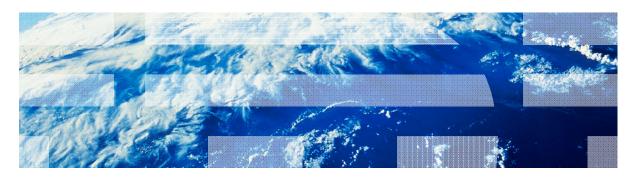


IBM Worklight V5.0.5 Getting Started

Module 3.2 – Previewing your Application in the Android Environment





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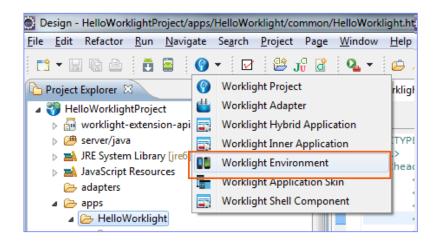


- Adding an Android environment
- Brief review of the Android environment folder structure
- Previewing your application with the Mobile Browser Simulator
- Running your application on the Android Emulator
- Running your application on a real device



Adding a New Environment

 Click the IBM Worklight® icon and select Worklight Environment to add an environment to your application.





Adding a New Environment

 Select the Android phones and tablets check box, and then click Finish.

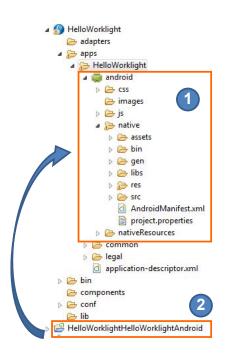




Adding a New Environment

- Two folders are automatically added:
 - (1): The android folder inside the application folder.
 - (2): The Android project folder in your workspace.
- IMPORTANT

The auto-generated Android Project folder does not contain a copy of the code, but it is mapped to a native folder within the android folder of the application.



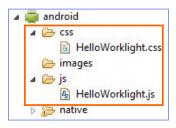


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Review of the Android Folder Structure

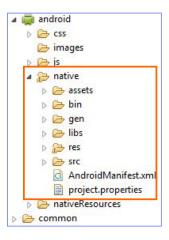
- The Android environment consists of the following folders:
 - css The properties that are specified in this folder override the CSS files from the common folder.
 - images Android-specific images can be added in this folder. If an image with the same file name exists in the common folder, it is overwritten in the Android application.
 - js JavaScript that can extend, and override if required, JavaScript code from the common folder.





Review of the Android Folder Structure

- The native folder under the android folder contains automatically generated android application code that is automatically imported into the Eclipse workspace as an Android Project.
 - Files in the assets folder are regenerated every time the application is built, so any changes made to these files are lost.



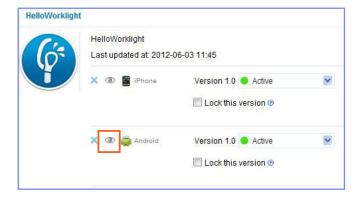


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Previewing your application with the Mobile Browser Simulator

- When your application is built and deployed in Worklight Studio, you can preview it in the Mobile Browser Simulator.
- To do so, browse the Worklight Console, and then click the preview icon beside the environment for which you want to preview your app.





Previewing your application with the Mobile Browser Simulator

- The Mobile Browser Simulator can be used to emulate Cordova or preview your application with different device skins.
 - Limitation: With the Mobile
 Browser Simulator, to preview an
 application that contains security
 tests that rely on the device
 (such as auto-provisioning or
 authenticity), you must
 temporarily change the security
 tests to not use the device
 identification.





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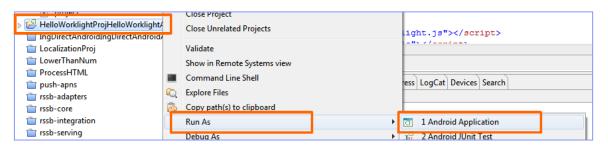


Running Your App on the Android Emulator

Build and deploy your application to the Worklight Server.



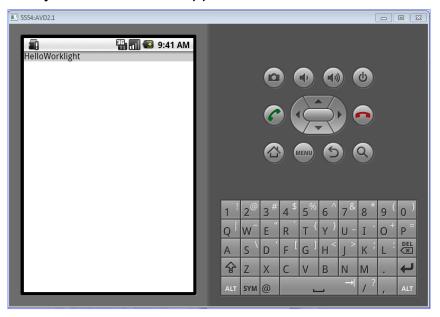
 Right-click the automatically generated Android Project, and select Run As > Android Application.





Running Your App on the Android Emulator

You created your first Android application.





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Running Your Application On a Real Device

- When an Android device is connected to the computer with a USB cable, the Eclipse ADT plug-in automatically recognizes it and attempts to deploy applications onto it.
- For more information and device drivers, see http://developer.android.com/sdk/win-usb.html



Exercise

- Exercise
 - Use the HelloWorklight application that you created earlier.
 - Add an Android environment to it.
 - Build and deploy your application to the Worklight Server.
 - Run the auto-generated Android Application on the emulator.





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